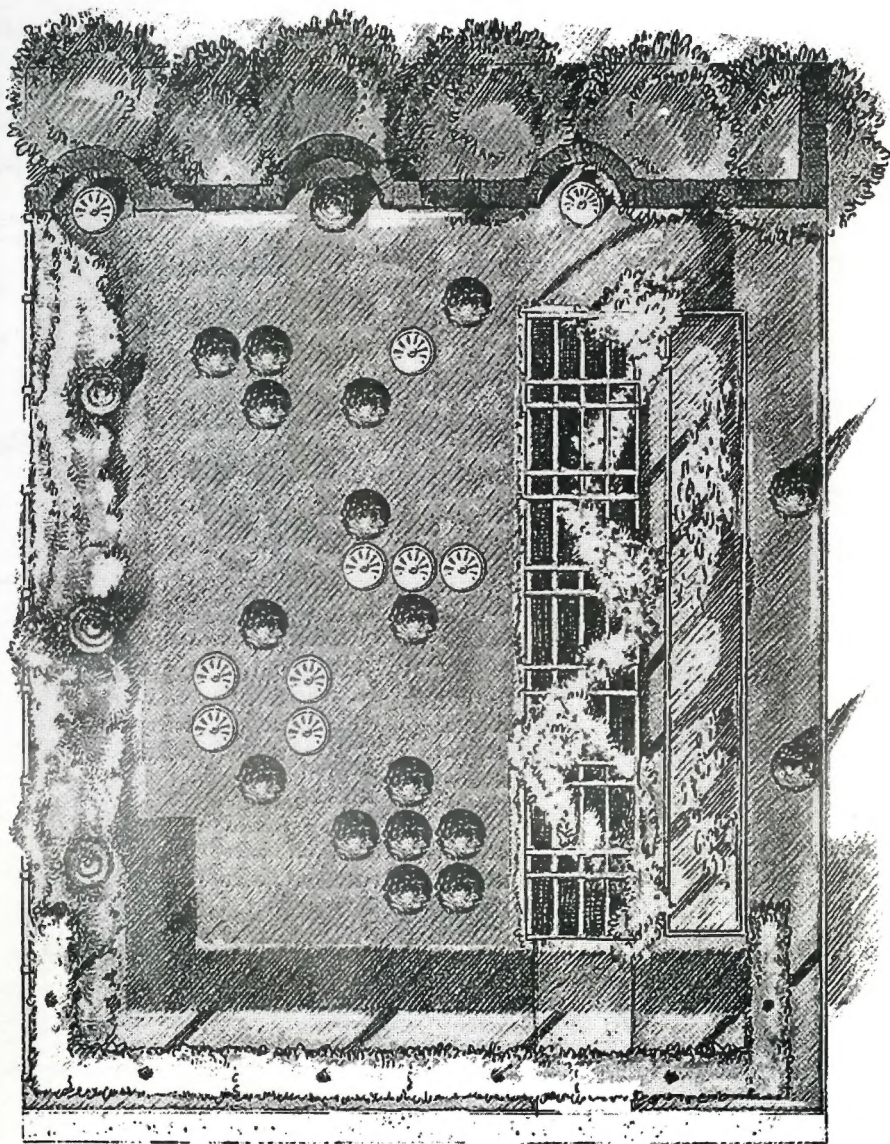


The American Go Journal

Volume 29

Number 3



KYU GARDENS.

AN IMPORTANT ANNOUNCEMENT CONCERNING **GO WORLD**

GO WORLD is now being published by Kiseido Publishing Company in Japan and is being distributed in the USA by Kiseido from San Rafael, California. The summer issue (#73) is now available and the Autumn issue will be ready for shipment in early September. It can be obtained by contacting Kiseido at the address below. The subscription rate is \$20 a year.

If you are a paid-up subscriber to *Go World*, write to Kiseido informing us of your name, address, telephone and FAX numbers, which issues are due you, along with any other information you wish to provide. We will immediately send you the available copies of *Go World* that are due you. If you do not know which issues are due you, then please write to Ishi Press International and request information about the terms of your subscription.

I would like to thank the readers of *Go World* for their support over the last 17 years. I intend to make every effort to continue the high editorial standards set by John Power, who edited the first 71 issues of this magazine. I am also making a commitment to our subscribers that the magazine will appear regularly every three months, and it will be sent to our readers without any undue delay. From issue #74, I also intend to broaden the appeal of the magazine by presenting instructional articles for weaker players, such as a new series entitled *Go Proverbs That Are Always True*, and *New Josekis And Opening Patterns*. I will also continue full coverage of the international and Japanese tournament scene. We at Kiseido look forward to your patronage.

Richard Bozulich, editor of *Go World*
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The American Go Journal

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GO IS . . . an ancient board game which takes simple elements — line and circle, black and white, stone and wood — combines them with simple rules and generates subtleties which have enthralled players for millennia. Go's appeal resides not only in its oriental elegance, but also in practical and stimulating features in the design of the game.

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Beyond being merely a game, Go can take on other meanings to enthusiasts: an analogy with life, an intense meditation, a mirror of one's personality, an exercise in abstract reasoning, or, when played well, a beautiful art in which black and white dance across the board in delicate balance. But most important for all who play, Go is challenging and fun.

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The American Go Association is the national organization of US go players, cooperating with similar national organizations around the world. We:

- publish The American Go Journal and Newsletter
- maintain a computerized numerical rating system
- sanction and promote AGA-rated tournaments
- organize the US Go Congress and Championships
- distribute an annual club list and membership list
- schedule and organize tours of professional players
- work to develop a strong national network of clubs
- promote go and enhance public awareness
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GO NEWS

THE FIRST NORTH AMERICAN MASTERS TOURNAMENT

A North American Pro-Pro Dream Come True

Six Certified Professionals Vie for Top Prize

Professional players facing one another in serious play, for serious prizes, right here in North America . . . hundreds of people looking on as games cruise down the "information superhighway" on the Internet Go Server . . . You're not dreaming. The first professional tournament ever in North America, and the first professional tournament of any kind on the IGS, are well underway, with ten rounds completed in the round robin among six US residents who possess valid professional certification in Asian go associations as we go to press in mid-July. Over 200 observers have logged on at times to watch, and this number will increase as the top players begin crashing into each other in the next few weeks.

As we go to press in mid-July, the leaders, undefeated with three games each, are **Zhu-jiu Jiang**, the 9-Dan who distinguished himself while representing China in international play before moving to the Bay Area, and **Yi-lun Yang**, the pioneering 6-Dan from Shanghai who has been teaching in the Los Angeles area as well as through correspondence, on the Internet and on tour, for close to ten years. **Jimmy Cha**, the flamboyant Korean 4-Dan from Los Angeles who won this year's North American Fujitsu playoff, has won his only game, against Toronto's **Xiao-ren He**, a Chinese 5-Dan familiar to many Congress participants for her enthusiastic simultaneous play. **James Kerwin** of Minneapolis, with 1-Dan credentials from Japan, and **Janice Kim**, with a Korean 1-Dan diploma, rounded out the field. Kerwin, who upset Michael Redmond in this year's North American Fujijitsu, had the surprise win so far in an upset victory over Ms. He.

Played under Ing rules with sponsorship from the recent Ing grant to the AGA, this event has attracted a lot of excitement. Using the IGS as a venue enables all eligible pros to participate, and the budget can focus on prizes and playing fees. For a look behind the scenes at how the Masters came into being, see the story starting on page 7.

1995 WORLD AMATEUR GO CHAMPIONSHIP

US Champ Jong Moon Lee Places Fifth

by Clay Smith

The World Amateur Go Championship was held in Tokyo on May 23-26, hosting a record 44 countries, with new entries from Indonesia and Slovakia. For the first three days it was a one-woman show, with Ying Kan of Hong Kong defeating one strong player after another, including the Japanese and Korean contenders, to emerge as the only undefeated player going into the final two games. But on the final day, she succumbed first to China, then to US representative Jong Moon Lee, who earned himself a fifth place finish with this neat feat, tying the record for best US finish with Charles Huh (1985) and John Lee last year.

The eight-round tournament was preceded by a Friendship Match, with 44 nominees from all over Japan each paired against one of the WAGC contestants.

Joel Sanet of Florida attended this year's WAGC as a spectator, and on Friday Mr. Sho of the Austin Go Club arrived, ready to watch the final games. Two games that attracted their attention were the games of Jong Moon Lee (USA) vs Ying Kan (Hong Kong) and of Hironori Hirata (Japan) vs Sung Kyun Park (Korea). When the stones settled, Jong Moon Lee had won; and Hironori Hirata took World Champion.

Norman Chadwick, a native of Hamilton, Ontario who has been living in Japan to study go for several years, kept busy as a member of the tournament staff. He hopes to attain professional rank in the next few years.

Japan Air Lines (JAL) sponsors the WAGC, so I flew to and from Tokyo on JAL. I was very impressed by the high quality of service during the long trip. The JAL motto is "Wings Carrying Culture", and as the main sponsor of the WAGC, they carried me and others from all over the world to a wonderful cultural event.



US rep J. M. Lee ponders while Canada's Sung Hwa Hong (r.) does the same and Jim Davies takes a picture

While attending the opening ceremony and reception for the WAGC, I met Miura Yasuyuki. Miura, Executive Vice President of JAL Card Inc., wrote a book combining his business experiences with his Go experiences. The product is *Go: An Asian Paradigm For Business*, a substantial work with a powerful thesis.

The IGF is considering adopting Canadian overtime. Canadian overtime requires fewer people to staff than byo-yomi. Some of the savings in staff for monitoring overtime would be put into additional staff for recording games.

The next IGF event will be the 6th International Amateur Pair Go Championship, scheduled for November 10-14, 1995 in Tokyo. The pair to represent the USA will be chosen at the Seattle Congress in August. The 18th World Amateur Go Championship is scheduled for late May 1996 in Omachi City. Omachi (some call it the Japanese Alps) is about 160 miles northwest of Tokyo, and will also host the 1998 Olympics. Anyone interested in a go holiday in Japan should consider attending as a spectator.

I plan to attend the 1996 WAGC to participate in the IGF for the AGA. As you see fit, please let me know your thoughts regarding the AGA and its relationship the IGF and other international go bodies. Barbara Calhoun has left a legacy of good will (and great positive influence on international go) through her 10+ years of service in international go. Thank you Barbara!

SAN FRANCISCO GO CLUB CLOSED BY CITY

Former Headquarters Placed Under Guard

Mayor Frank Jordan's administration has just shut down the San Francisco Go Club after 60 years of tenancy at 1881 Bush St. A Fire Department Lieutenant wrote up the building for 'life-safety hazards' and Louis Preston of the Redevelopment Agency ordered his workmen to padlock the front doors. A 24-hour guard has been posted outside. According to the SFGC, in February the Fire Dept. had declared the building looked "surprisingly good" inside, given its dilapidated appearance.

Concerned friends of the Club may contact the offices of Supervisors Terence Hallinan and Angela Alioto as well as Negotiating Committee Chairman Ernest Brown at (415) 641-1452.

THE FIRST FUSION CUP

New World Open Computer Go Championship

A new computer go tournament has been established under the sponsorship of the Foundation for Fusion of Science and Technology (FOST), the Japan Computer Go Association (JCGA) and the Japan Go Association (Nihon Ki-in), scheduled for September 29-30 at the Nihon Ki-in headquarters at Ichigaya, Tokyo. All computer go programmers are invited to participate in this championship. Participants must be the principal pro-

grammer of the entered program. The tournament will run under Japanese rules. The time allotment will be one hour per player with no overtime. The tournament director, a Nihon Ki-in pro, will determine the result.

If you are interested in participating in this tournament, please contact the Japan Computer Go Association as soon as possible with your name, address, telephone, FAX and e-mail numbers, and name of your program. They will send you the tournament booklet containing the exact rules and other information on this tournament by ordinary mail.

Contact Richard Bozulich by e-mail at MHB00531@niftyserve.or.jp, or write: Japan Computer Go Association, Ishigami Kugenuma 1-5-17-702, Fujisawa City, Kanagawa Prefecture, Japan 251. FAX : +81-466-27-3012 or +81-467-83-4710.

ANOTHER NEW INTERNATIONAL CHAMPIONSHIP

The number of international amateur go tournaments keeps growing. On May 3-7, three-person amateur teams representing cities in China (thirteen teams), Japan (six teams), Hong Kong (three teams), Korea (two teams), Taiwan (one team), and Singapore (one team) met in Hong Kong for the first Hitachi Cup. The winning trio, after eight rounds of Swiss-system competition, was Korean. A Japanese team finished second, while individual honors were won by Liu Jun of Shanghai.

CHINA OPENS TO INTERNET

Although China maintains a tight grip on conventional media, it is eagerly paving the way for the information superhighway. China is heavily funding an ambitious project to build the non-profit China Education and Research Network (CERNET), which will link the nation's top 100 universities to the Internet by the end of 1995, and will link all 1,090 of them by 2000. No less than five other Internet-linked networks have also been approved. In addition, the Ministry of Posts and Telecommunications will offer commercial Internet access this month. Chinapac, a costly and less flexible access provider, is already available in 700 cities.

This development is very good news for Internet go players, since large numbers of Chinese pros are already logging on and looking for games. A game between top Chinese player Cao Dayuan and Charles Huh of Seattle was a big attraction recently, and we intend to publish it in the next *AGJournal*.

Although the government may not relish the idea of making the uncensored Internet more available, Li Xing, lead architect of CERNET, says it has no choice. "If China doesn't have this information technology that we are developing here, then China cannot develop," he said. (from *Internet postings by Adam Johnson and Jian Liu*)●●

THE FIRST AMERICAN MASTERS

A Whole New Kind of Tournament

by Jeff Shaevel and Chen-dao Lin

Welcome to the future: The first professional go tournament in North America, as well as the first professional tournament of any kind on the Internet Go Server, is now underway, featuring six professional players living in the United States and Canada. The two finalists will meet at the US Go Congress in Seattle to play a best-of-three series for the championship. The winner will defend the US Masters Championship at next year's Congress, against a challenger to be selected from a similar league next year, possibly including a few top amateurs as well.

The American Go Association has dreamed of organizing such a tournament ever since certified professionals began arriving from Asia in the early 1980's. Such a tournament could:

- *provide a base for North American resident professional competitive activities:*
- *cultivate a future American professional system:*
- *raise the level of top amateur players' strength in the United States:*
- *get more attention and involvement in AGA activities and gain the attention of the general public.*

Unfortunately, the few North American professionals are too widely dispersed to easily come together to compete. Furthermore, the necessary funding has not been available. A combination of recent events finally made it possible to overcome these obstacles and present the 1995 North American Masters Tournament.

The first real step toward an American Masters becoming a reality happened in October of 1993, when the Taipei-based Ing Goe Educational Foundation sponsored the Ing MingRen Tournament in New York City. Mr. Zhu-jiu Jiang (9 dan, China) was invited as a guest. Chen-dao Lin, AGA Eastern VP, talked with Mr. Jiang about play on the Internet Go Server (IGS), and the future of American resident professionals. They agreed that there must be more opportunities for tournament play, among professionals and between professionals and strong amateurs. They talked about the possibility of an American professional system, starting with certified Asian pros, with strong amateurs feeding into the system. Cash prizes would be an incentive for professional players.

The Ing Foundation generously granted the AGA \$90,000 in funds to promote go in 1994-95. Still, the money would not nearly be enough to bring professionals from all over to one location for the time it would take to run a tournament of this kind. Technology came to the rescue in the form of computers and the IGS. The owners of IGS (a Korean Internet provider, called I.NET), the IGS administration (known to most by their IGS login

names: tweet, tim, fmc, and artemis), and the AGA joined forces to use this on-line Go service as a kind of cyberspace convention center. Professional players across the country could play, while spectators from all over the world look on, learn, and enjoy!

After discussion with resident professionals, Lin drafted a proposed tournament structure, using the IGS as the playing theater so as to be able to apply most of the funds to prizes and playing fees for the participants. With the strong support of AGA President Phil Straus and the the backing of the AGA Executive Committee, Lin received a budget of \$15,000 for prizes and playing fees, with a top prize of over \$3,200 for the winner.

Lin made the rounds of the pros again, and finally assembled a group of six participants:

Zhujiu Jiang	9 Dan	China	<i>(San Francisco, CA)</i>
Yi-lun Yang	7 Dan	China	<i>(Los Angeles, CA)</i>
Xiaoren He	5 Dan	China	<i>(Montreal, Canada)</i>
Jimmy Cha	4 Dan	Korea	<i>(Los Angeles, CA)</i>
James Kerwin	1 Dan	Japan	<i>(Minneapolis, MN)</i>
Janice Kim	1 Dan	Korea	<i>(New York, NY)</i>

Because of the need to choose two finalists before the Congress, as well as a number of unresolved issues such as whether and how to bring strong amateurs into the event, it was decided that the first year would be an all professional event, a round robin among the six participating pros. The number of people involved made it impossible to create a playing schedule beforehand for the Challenger games. Lin, with help from two Assistant Tournament Directors, Jeff Shaevel and Clyde Steadman, along with the other regional AGA vice-presidents Larry Gross and Clay Smith as well as Mike Bull in San Francisco, coordinated with referees and players to schedule the games as far in advance as possible. Sometimes, however, players had to meet with only a few hours notice. Fortunately, e-mail, the newsgroup rec.games.go, and the IGS itself can spread announcements at the speed of light, allowing more than 200 spectators to attend a game presented on little notice.

Working out a smooth way of playing on IGS itself presented many challenges to the organizers. Some technical details required special programming for IGS. This was only possible thanks to the help and hard work of IGS administrators and programmers, Tweet and Tim, and the people who write the go "clients" (special programs used to connect remote computers to the IGS). Another problem is that some of the professionals are familiar with computers and IGS, while others are not. Even some who are familiar prefer to play on a traditional board and not be concerned with the technical distractions. Yet another problem is "net lag" - the time delay between when a move is entered, reaches the server in Korea, and gets processed and transmitted back to the opponent and spectators. As much

as ten or fifteen minutes per hour of play can be added to a game. To solve these problems, a system of scribes and referees was developed to make the games flow as smoothly as possible. Players make moves on a traditional board, and scribes enter those moves on the computer. The scribes then bring the opponent's moves from the computer back to the players' boards. The referee is in charge locally, to coordinate activities and oversee the timing. Although the IGS is capable of timing games, the problem of "net lag" is avoided by using local clocks which are running only when the player is thinking about his or her move. The referee periodically reports the time remaining, and this information is passed on to the opponent and spectators.

Even the weather posed special problems. One match was delayed because a local storm caused a blackout which briefly prevented one of the players from logging on. It may be the first time in professional go history that a game was almost called on account of rain!

In addition to Tournament Director Lin, two Assistant Tournament Directors, Jeff Shaevel and Clyde Steadman, coordinate discussion with the players and referees and ensure that the games progress smoothly. Along with a few helpers (thanks, eaj!), they also answer dozens upon dozens of questions from the spectators about the players and the tournament itself.

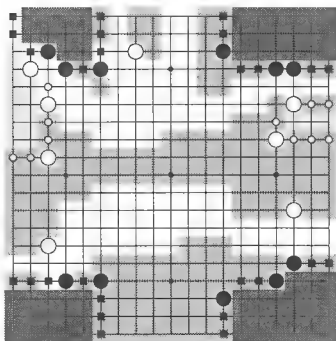
Tweet has made available a number of help files on IGS to tell people about the tournament, the clients needed to watch the games, the players and the schedule. How to obtain this information is displayed every time people sign on to IGS. There is also an official Masters Tournament webpage on the WWW at <http://www.io.com/~shaevel/GO/NoAmMT>.

Spectators from many countries gather at the "convention center" and exchange ideas about the games. Stronger players give their insights, while weaker ones ask questions, and everyone learns. If the pros are willing, they sometimes stay afterwards to replay a portion of the game and offer their comments. Game records are available from the tournament webpage, and by <ftp://ftp.io.com/pub/usr/shaevel/games>.

In the years to come, the AGA hopes to bring strong amateur players into this and similar tournaments as a step in the creation of an American professional go system. These professional games add excitement to learning, encourage players to participate more, and observe what fine play really is. The first North American Masters Tournament is a giant step towards these important goals.●●

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7 x 7 GO

by James Davies

On a 7 x 7 board, Go becomes challenging for even the strongest human players. The challenge (find the best moves for both sides) was taken up in 1977 by a group of Japanese amateurs including Kiga Yasuo, Nebashi Teruichi, Noro Natsuo and Yamashita Isao. In 1989, with some professional help from Kudo Norio and Nakayama Noriyuki, they reached the conclusion that Black wins by nine points. What follows is a tip-of-the-iceberg summary of the evidence. It should be added that the analysis is still somewhat tentative, and future discoveries may lead to further revisions.

Diagram 1: On a 7 x 7 board, Black's best opening is pretty certainly in the center at 1, and White should reply in contact at 2. After Black 3, White can flip a coin to choose between the cross-cut at *a* and hane at *b*.

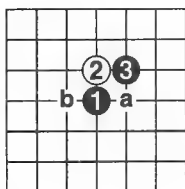


Diagram 1

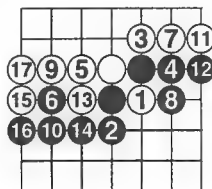


Diagram 2

Diagram 2: Here is one sequence developing from the cross-cut at White 1 that leads to a nine-point win. Note the bamboo joint at Black 10. This is perhaps the only move for which Black has any choice, the other choices being Black 13 or 14. White's options are also limited, to the timing of White 13.

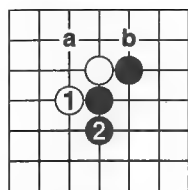


Diagram 3

Diagram 3: Let's move on to White's hane at 1, which leads to many more correct variations. Black should extend at 2, after which White has another coin-flip: heads for *a*, tails for *b*.

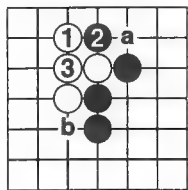


Diagram 4

Diagram 4: White 1 is simplest. After 2 and 3, it's Black's turn to flip the coin to choose *a* or *b*. Whichever of these points Black takes, White will take the other. Diagrams 5 and 6 show both variations.

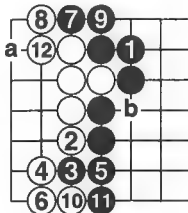


Diagram 5

Diagram 5: The key move in this sequence is White 10. If Black plays 11 at 12, White replies at *a* and has a good ko threat at *b*. The details are a bit tricky, to say the least, but Black cannot do better than Diagram 5, winning by nine points.

Diagram 6: This sequence also wins by nine points. The apparent underplay at Black 5 is the critical move.

Diagram 7: If Black extends to 1, White replies with 2 and 4. White has enough ko threats, starting at *a*, to win the ko if Black tries to fight it.

Diagram 8: We come now to White 1, a triple hane that opens the gates to a flood of variations. After Black 2 and White 3, Black has four equally good continuations, marked *a* to *d*. We'll sample all of these in a moment, but first let's mention one temptation that Black should resist.

Diagram 9: Black should not give atari at 1. After White 2 and 4, Black cannot win by nine points. Readers who doubt this should try it and see for themselves.

Diagram 10: Here is one correct continuation from Diagram 8.

Diagram 11: Here's another. White 8 at 9 is also playable.

Diagram 12: Here's another, following from White 2 in Diagram 11.

Diagram 13: Another variation, featuring sacrifice tactics.

Diagram 14: Yet another variation, and this by no means exhausts the correct lines of play. Let's stop here, however, to note one final point.

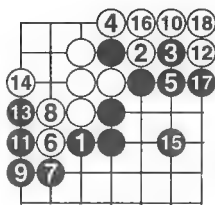


Diagram 6

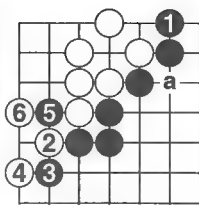


Diagram 7

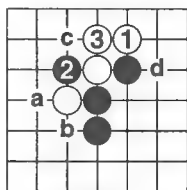


Diagram 8

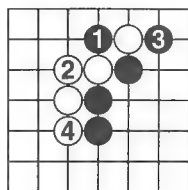


Diagram 9

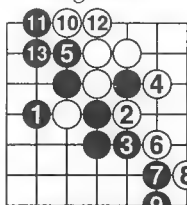


Diagram 10

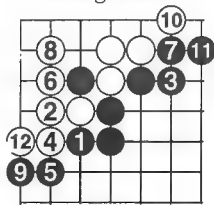


Diagram 11

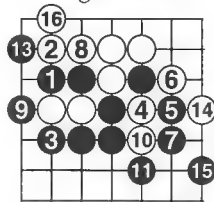


Diagram 12
(12 connects)

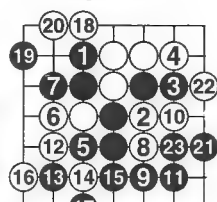


Diagram 13

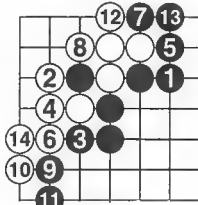


Diagram 14

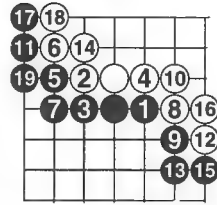


Diagram 15

Diagram 15: The correct variations shown so far have been ecumenically correct: correct under all sets of rules. You may think you have seen enough already for a board of this size, but under AGA rules, Ing rules and Chinese rules, the number of correct variations increases still further, because

eight-point wins promote to nine points when Black gets the last move. For example, Black 1, which wins by only eight points under Japanese and Korean rules, wins by nine under these other rule systems. White ends in control of 20 points (occupied or surrounded) to Black's 29.

It could be argued that Black has not really played as well in Diagram 15, because he needs an extra stone to get the same result. This argument may be worth considering when different sets of rules are compared.●●

5X5 GO REVISITED

Even 5x5 Go can baffle the strongest human players. After his series on the 5x5 game appeared in *Go Weekly*, Cho Chikun was informed by one of his Japanese readers that the correct continuation from Diagram 1 is not Diagram 2 (as in AGJ 28:2) but Black 1 in Diagram 3, which turns the whole board into a seki. Cho confessed that he had completely overlooked this move. We mortals can only gape in astonishment, and wonder what we are missing on the 19 x 19 board.

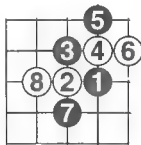


Diagram 1

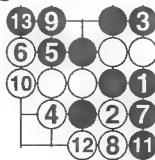


Diagram 2

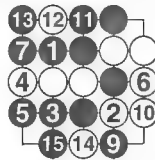


Diagram 3
(8 connects)

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MASTERPIECES OF HANDICAP GO

WHITE: HONINBO SHUSAKU 7-DAN

4 STONES: MIZUTANI NUIJI

Commentary by Kobayashi Koichi 9-Dan from Kobayashi Ryu Hissho Oki Go (Yon Shi Kyoku) by Kobayashi Koichi and Nakayama Noriyuki, published by Koma Shobo, Japan, 1980.

Translated by Robert McGuigan

*Honinbo Shusaku, of course, is one of the greatest players of all time, the only player in Japanese go history besides Dosaku to be accorded the title "Go Saint". He lived from 1829 to 1862, unfortunately dying young. At the time of this game his official rank was 7-Dan, but really he was a great meijin. There is a wonderful collection of his games available in English, **Invincible** by John Power. This game is included in that book but with only brief commentary.*

Shusaku's partner in this game, Mizutani Nuiji, eleven years old at the time, was a young go genius discovered by Shusaku during a visit home in 1857. Because of objections by his father, Mizutani was not allowed to study professionally until 1880. He eventually reached 6-Dan, was one of the strongest players in the Meiji era and died young in 1884.

*This was the second game Mizutani and Shusaku played on this day so by professional standards it is a fast game, but judging from the correct reading of both players and the splendid result it probably lasted three hours or so. The previous game is given an extensive commentary in **Invincible**. Shusaku lost that game rather decisively; and if we may conjecture as to his frame of mind for the present game, we might suppose him to be thinking that this time he would play seriously. Not that he wasn't playing in earnest in the first game, but rather he wanted to see just how well his young opponent could play; he wasn't just interested in harassing him.*

GAME RECORD 1 (1-31)

POSITIVE STRATEGY Black 8 and 10 follow the usual procedure and split White on the left and right, aiming at an invasion on either side. This merits high praise.

White 11 is intended to spoil Black's shape. In view of this, instead of Black 10 what if Black played 1 and 3 of Diagram 1? These moves are possible but White, too, can put his shape in order with 2 and 4, so we might say that Black 10 in the game record is the larger way to play.

ANSWERING FIRMLY Blocking firmly with Black 12 is necessary. Black is persistently aiming at the

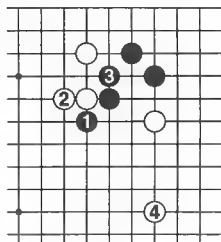


Diagram 1

weak White stones on either side. Since the Black stones in the corner are strong, he doesn't have to worry about being cut. We often see people who play 1 in Diagram 2, but allowing White to settle himself with 2 through 6 is doubtful. Also, White has several moves like *a*, *b* and *c* left for later.

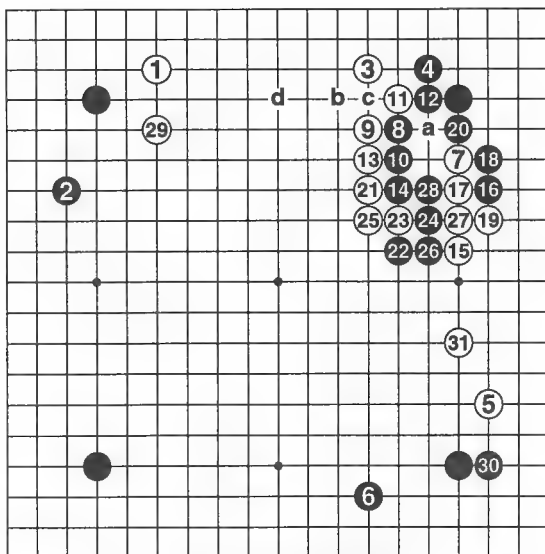
NOT LARGE SCALE

Black 16 through 20 are tesuji. For taking territory while eliminating the potential of white's cut at *a* they are the best technique. However, for a youth who is proud of large scale play, this is rather small.

At Black 16, beginning things with a peep at *b* followed by White *c*, Black *d* is good. Black gets a head start in attacking. I think even Shusaku sensei would have been quite dumbfounded by this way of playing.

With 21 through 25 White consolidates his wall and is able to take up position with 29. This is a tolerable result for White. As for Black, his stones are collecting in narrow places.

PEACE OF MIND FOR WHITE With 29 White gets a little peace of mind, but there is still one spot for Shusaku to worry about. In fact, the position on the right is very thin. If he could make two moves at once White would want to play both 29 and 31. However, if we consider which to play first, the upper side is clearly bigger. Depending on circumstances, White might sacrifice the upper group of stones on the right to settle himself. That's the meaning behind the choice of White 29. Unusually, Black played a lukewarm move at 30. White heaves a sigh of relief at being able to defend with 31.



Game Record 1: 1-31

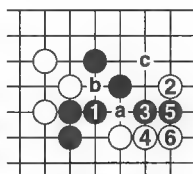
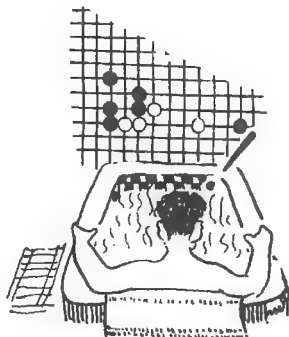


Diagram 2

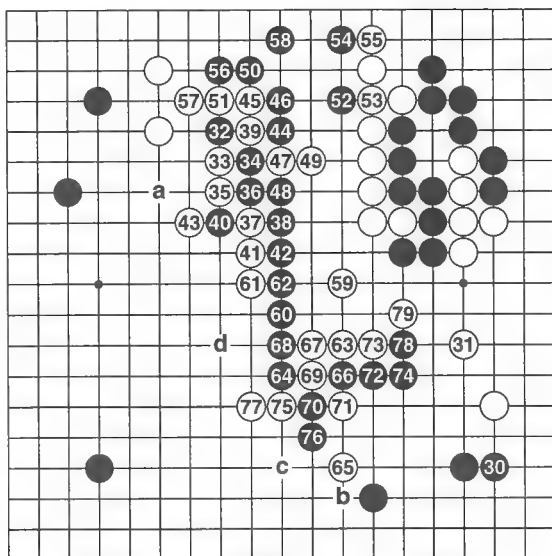


GAME RECORD 2 (30-79)

Instead of 30, Black should invade at 1 in Diagram 3. Jumping to 3 with White 2 and allowing Black 2 is no good, so White's only technique to settle himself seems to be attaching with 2 followed by the crosscut of 4. With the moves through 9 Black captures the upper five stones for a good result.

Though the result of Diagram 3 is good for him, Black can also follow Diagram 4 with the moves 5 and 7. Up through move 11 White is just running. Considering these two successful results for him, Black missed an early chance to harass White when he played 30.

WHITE LAUNCHES AN ATTACK Black 32 is the vital point for erasing White's framework. This move shows really good go sense. In an even game White would probably respond at 56, but in a four stone game such a straightforward answer does not appeal to White. So Shusaku sensei menacingly launched a fierce attack with 33.



Game Record 2: 30-79

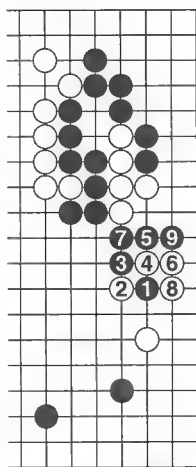


Diagram 3

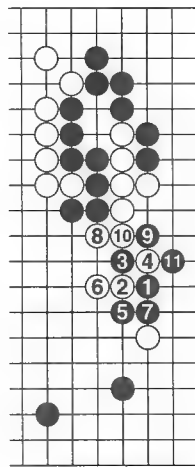


Diagram 4

With 37 and 39 at the vital "head of two stones", things look tough for Black. In fact, with White's thousand mile long great wall looming on the right, it looks like a very difficult fight for Black. Had Black foreseen this when he decided to play 32?

BLACK TRIES DECISIVELY FOR BIG THINGS Black cut at 40 and pushed at 42. Black is not just trying to wreck White's area here, he seems

to be taking aim at that great wall on the right. At 40 if Black had simply extended to 42, White could answer at 44. Then if Black cut at 40 White could jump to *a*. That is the reason behind the order of moves 40 and 42.

With Black 44 and 46 things finally get started. Black 46 is a move you can't play decisively without deep reading. White 47 and 49 are easy to see, but if Black makes one mistake his whole army will be destroyed.

THE YOUTH DESTROYS WHITE'S TERRITORY With the brilliant sequence Black 50 through 58, young Nuiji makes life for his stones. When you see the moves one by one this may not seem so special, but to see moves like this in a four stone game is unbearable for White. After the impudent move of 32 it looked like Black was under a strong attack, but White's big area is destroyed and White even suffers the indignity of having to run out with his big wall at 59. With everything turned upside down and Shusaku sensei seeing nothing but suffering to look forward to, we might say his prospects in the game were decided here.

TTO THE MAX White ran out at 63 but Black also escaped with 64, which doesn't please White. White and Black trade one space jumps with 63 and 64; this sort of place is hard to miss.

White 65, checking the rhythm, is natural. If Black were to answer at *b* then a White play at *c* would offer some chance of making a game of it. But Black keeps his eye on the target with 66. It is wonderful how Black plays to the limit even against the "Go Saint" Shusaku. It is important in go to play your best without being intimidated by who your opponent is.

THE NEXT MOVE IS DECISIVE With 67 and 69 the final battle is begun. Black plays the best, strongest moves, but this is an extremely dangerous road to take. Can the youth keep going until the end?

White 79 is the most dangerous place. If you can't read out why Shusaku sensei didn't play 79 at *d* then you won't understand the meaning of 79. If Black takes one step off the road here he will be annihilated. There is a chance of White's annihilation, too. The game depends on the next move.

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GAME RECORD 3: (80-104)

To understand this situation, first let's examine White 1 of Diagram 5. Black 2 is a good move in response. After Black 12, White can't connect.

After White 79, if Black plays 1 in Diagram 6, after White 2 White can play 4 in response to Black 3 and there is a big upset.

IMPRESSIVE READING BY BLACK Young Nuiji had read out the variations in diagrams 5 and 6. He responded to White 79 with the brilliant tesuji of 80. If White answers that move at 104 with 81, the sequence *Ba-W81-B82-Wb-B83-Wc-Bd-We-B85* ends in the same sort of result as Diagram 5. White has no choice but to avoid this result by playing 83 in the game.

Black calmly jumped out at 84. After 85 and 86 the expected melee is begun. The position is becoming clearer and clearer. The exactness of Black's reading is amazing.

UH OH, IS THIS SERIOUS? If White connected at *a* with 87 he would be safe, but in that case

his prospects for winning would vanish. Threatening with 87 through 95 is natural for White. Continuing after 95 in Diagram 7, if Black tries to capture the corner stones with 1 and 3, there is something up White's sleeve. White 4 is a sente forcing move aiming at wedging in at *a*. Then after White 6 it becomes a serious matter for Black, as we see with the moves through White 10.

Well then, what is Black to do here?

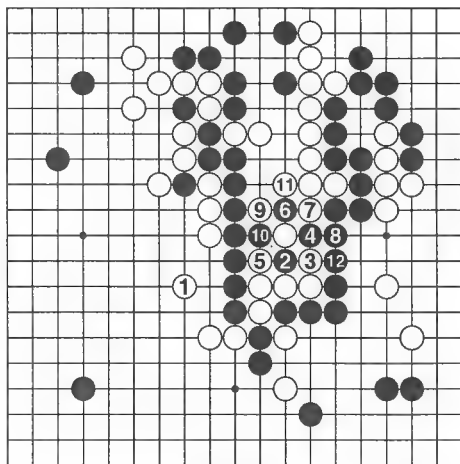


Diagram 5

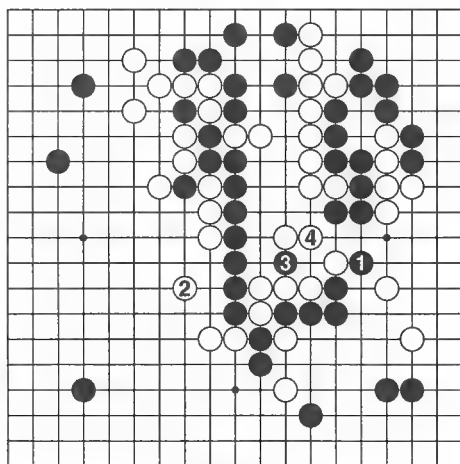


Diagram 6

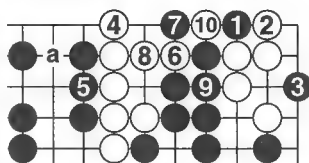
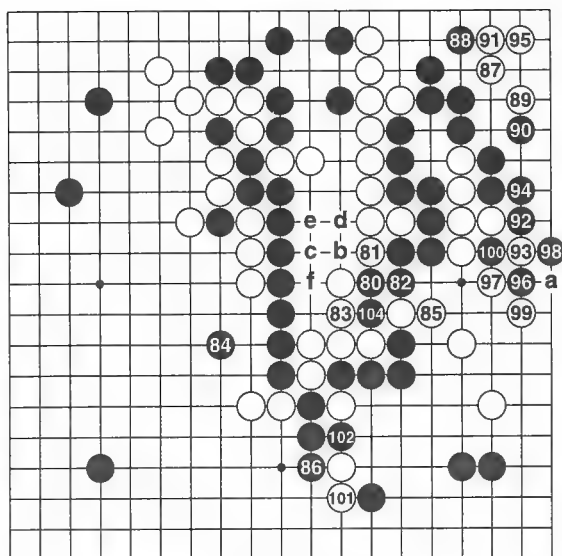


Diagram 7

SURE WIN THROUGH ATTACKING Black 96 is a tesuji for settling these stones. White responded with the ko of 97, but if White were to descend at 98 instead, in view of Black 97 next, White's tactics are completely unreasonable.

White resigned when Black played 104. If we imagine the continuation, White would probably play *a* followed by Bb-Wc-Bd-We-Bf, making a false eye, and Black is ahead by two moves in the capturing race.



Game Record 3: 80-104 (103 @ 93)

This second game between Mizutani and Shusaku was, like the first, a complete victory for Black. Shusaku changed the handicap to three stones for their next game, which he also lost.

The secret of handicap go is to seize the opportunity to start fights early in the opening, fearing nothing. We can learn this from the model of young Mizutani Nuiji.●○

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Yang vs. Wang at the 95 Cotsen Open

Analysis by Yi-lun Yang

recorded and edited by Phil Straus

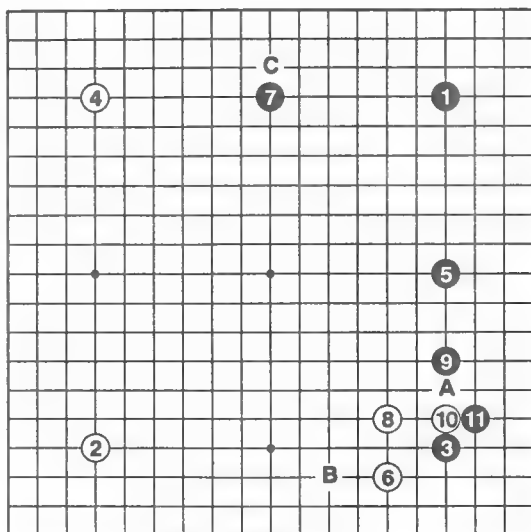
Ru Nan Wang (White) vs. Yi-lun Yang (Black)

5.5 komi, 1 hour per player, 1 move/minute overtime

For several years, Eric Cotsen has sponsored the Cotsen Open, a great amateur tournament each June. This year, the tournament's highlight was a game between Yi-lun Yang (pro 7-dan) and his friend Ru Nan Wang (pro 8-dan), who was visiting from China.

Black 7 at A and B are playable, but they would settle the shape right away. I prefer to keep the shape open. There's no reason to play on third line (C) since this is a moyo-style game, not a territory or a small-group game. White 8 is good for reducing, not for territory. Black 9 at A, as in Diagram 1, would give White an advantage.

In Diagram 1, White gets territory and center influence while forcing Black into an overconcentrated shape. Black's right side stones become slow and too close to the strong wall. Black won't get full value from his wall.



Game Record 1: 1-11

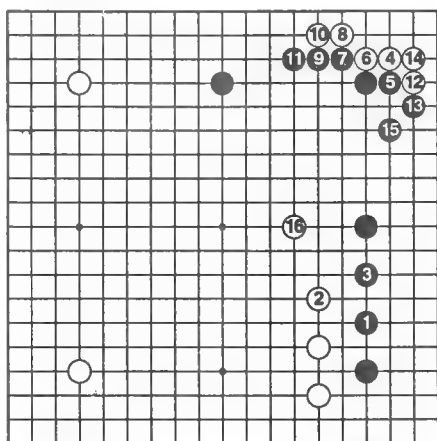
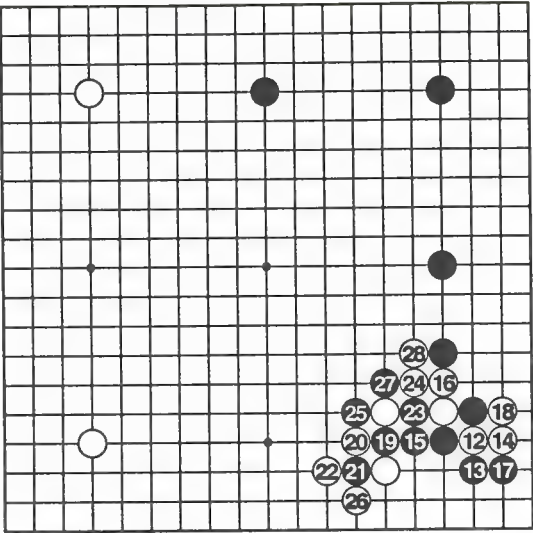


Diagram 1

After the crosscut at 12, Black is on the defensive. Black builds a base with 17. Black 19 tries to find a weak white stone to go after. Black plays 21 to attack White's weakest piece.

White 22 is a new move. See Diagram 2 for the continuation after White plays 22 at 25. White 22 at 1 in Diagram 2 keeps a strong shape. Black gets territory, but White has a good outside position.

Black 23 at 26 would be giving up (See Diagram 3). If Black plays 23 at 1 in Diagram 3, White's outside position takes away much of Black's center and right-side potential. White 24 at 26 (as in Diagram 4), captures the single stone, but gives Black a great outside position. In Diagram 4, White is alive everywhere, but Black has wonderful outside thickness.



Game Record 2: 12-28

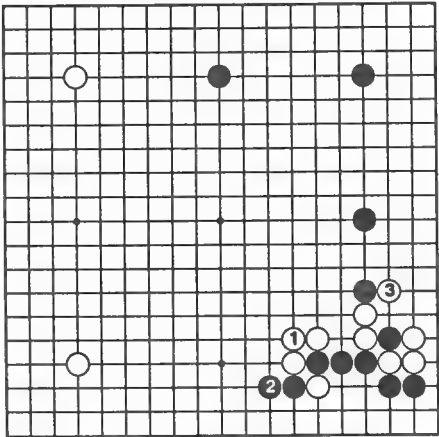


Diagram 2

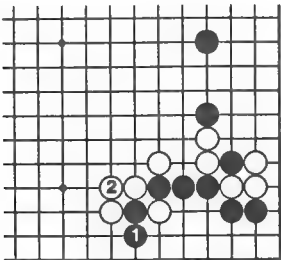


Diagram 3

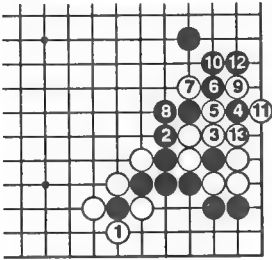
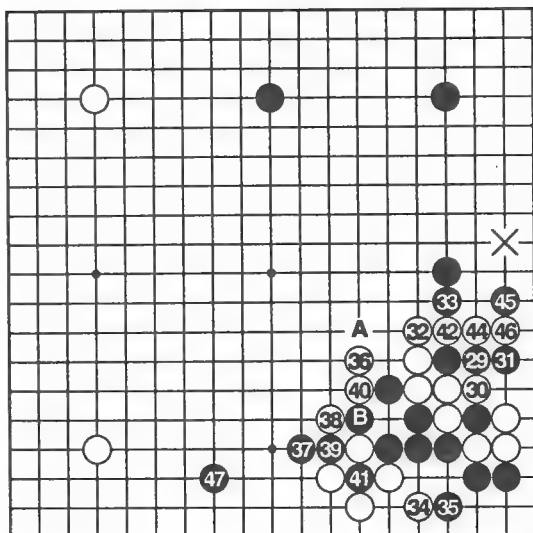


Diagram 4

To choose 29, I had to visualize two pictures* (Diagram 5 and 6). This is the only place I took a lot of time. At 36, White had to answer "Am I strong or weak?" White 36 says "Strong." 36 at A would have said "Weak." Choosing 38 was where White got in time trouble.

After 41, Black must win the ko. Compare the result after 47 to the normal result (22 at B as in Diagram 2 on the previous page). In the game result, Black has more territory, and White is thicker. However, in the actual game, Black's right-side stones have some value. Since X may be sente for Black, I think Black has gained more than White in this new variation.



Game Record 3: 29-47. 43 connects ko.

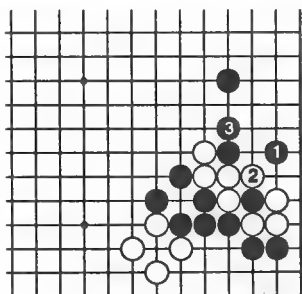


Diagram 5 : Black 29 at 1
White has no sente moves. This would be a great success for Black, but White will choose Diagram 6.

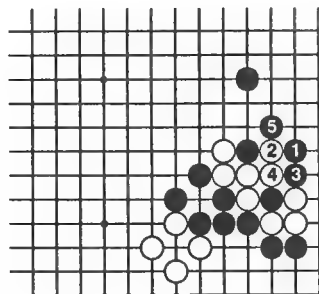
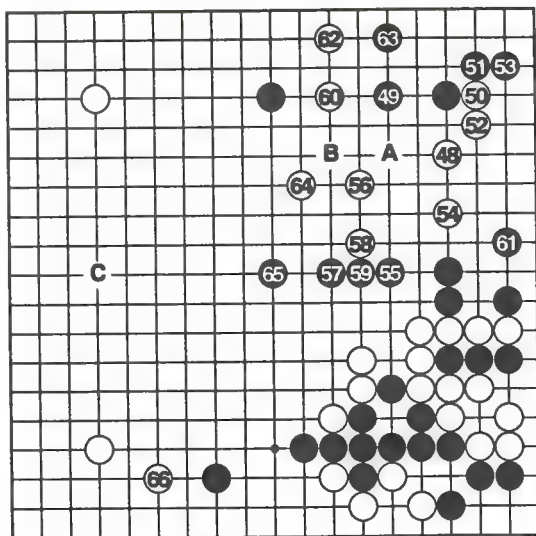


Diagram 6 : Black 29 at 1
Black is thin. This picture convinced me to play the game move.

* Mr. Yang often talks about pictures. He means mental images of sequences and resulting shapes. If you can compare the shapes in your visual imagination and remember the sequences that got you there, you have a fast method of evaluating alternatives. — Ed.

The joseki starting at White 50 gives too much secure territory to Black. I'd play 50 at A. By move 58, White has spent six moves in the upper right. He has to start some trouble with 60. Black can't easily fight with his weak center group in the background. Black 63 secures a base and avoids contact which would strengthen White. I think 64 was due to a reading mistake. B seems like the proper move. After 65, White is in a difficult position because he has to make 64 valuable. I would play 66 at C, because it's faster.



Game Record 4: 48-66

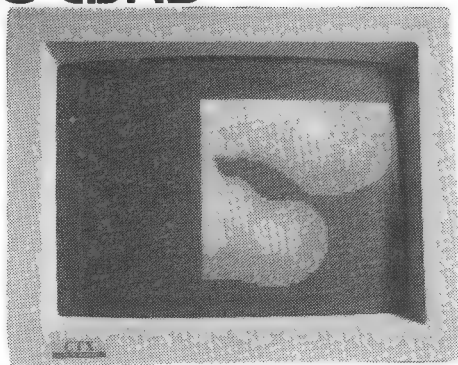
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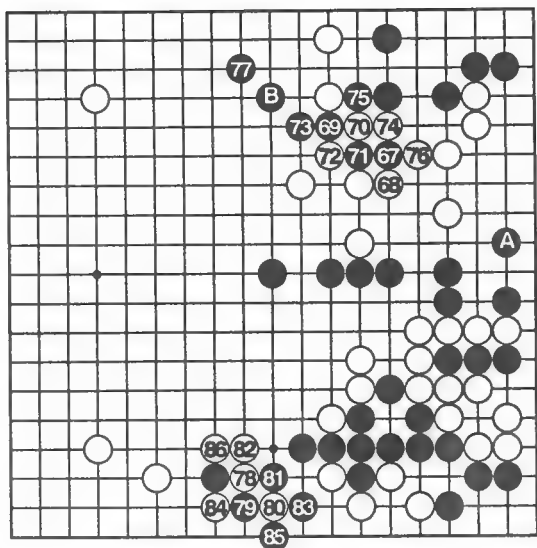


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Black 67 makes A valuable. White spent a lot of time on move 68. If he plays 68 at 71, he loses half his stones (Diagram 7). I wasn't sure that Black 69 at 76 would be sente. By 77, Black has gotten lots of territory, and the stone at B is now strong. I thought the game was over. I did deep reading after White 78. Two pictures that I looked at are in Diagrams 8 and 9. 83 is simple, profitable, and sente.



Game Record 5: 67-86

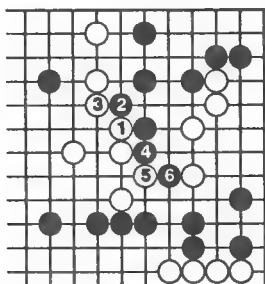


Diagram 7 : White 68 at 1

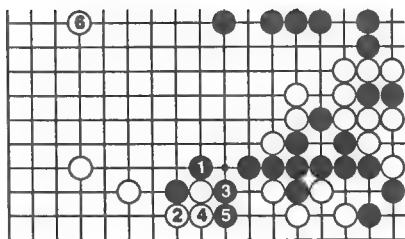


Diagram 8 : Black 79 at 1
White gets sente and takes the huge left-side star point.

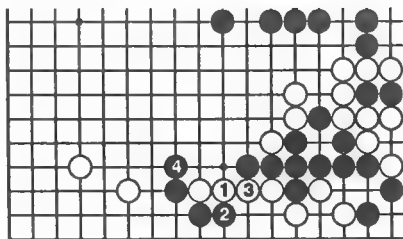
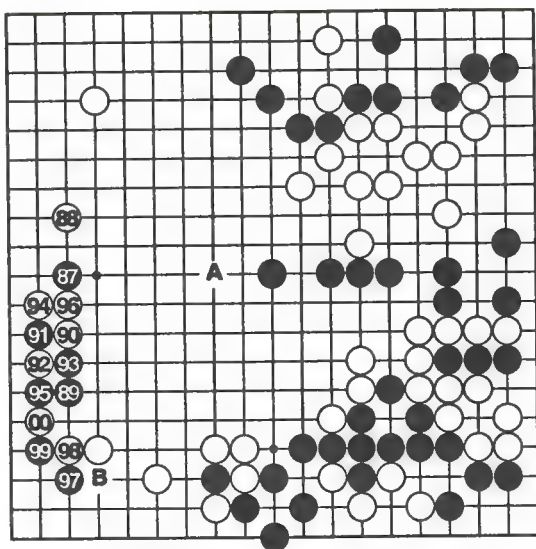


Diagram 9 : White 80 at 1
White has no way to save his lower side group.

Once Black 87 separates the right side, the game is over. White 88 pushes Black toward White's strength. Mr. Wang prefers 89 at 93. I still like the game move better because I don't like the result in Diagram 10. Now I think I should have played 89 at A which turns the only large area, the center, into a small area (Diagram 11). Black must read two variations before playing 89 and 91 (White 92 and White 92 at 1 as in Diagram 12). In Diagram 13, White 96 captures instead of connecting. White can't play 100 ("00" in the Game Record) at the normal place of B because he is way behind. He's got to try something.



Game Record 6: 87-100

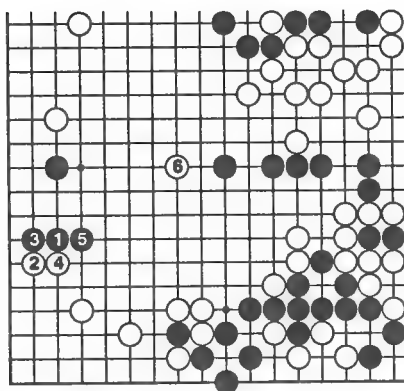


Diagram 10: Black 89 at 1
Black doesn't have an easy win from this position.

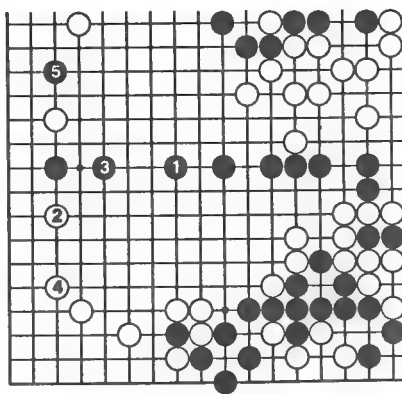


Diagram 11: Black 89 at 1
This way, Black would win without any trouble.

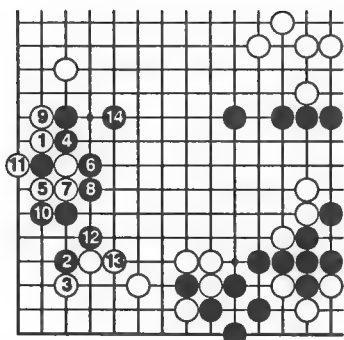


Diagram 12: White 92 at 1
White's center potential disappears.

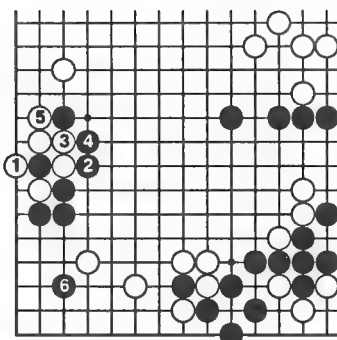


Diagram 13: White 96 at 1
White's center and corner potentials both disappear.

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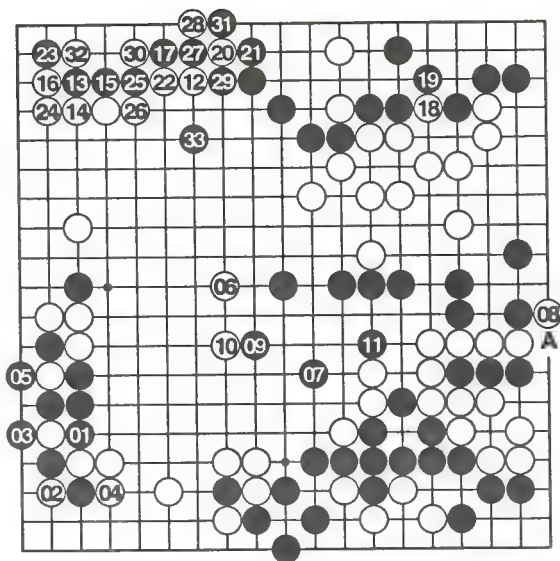
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Black 1 at 2 would create problems (Diagram 14). After Black 5, Black is solid, White has some bad aji; White's last chance is to develop something in the center. White 8 at 10 gives Black a chance to start a big attack with A. Do you agree with the amateur observers who thought that 13-33 lost many points for Black? Diagrams 15 and 16 show how, actually, 13-33 gained points for Black.



Game Record 7: 101-133

In Diagram 14, Black has to worry about the ko at X.

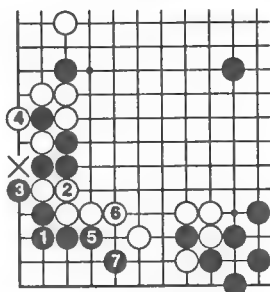


Diagram 14: Black 101 at 1

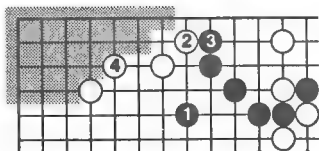


Diagram 15: Black 113 at 1

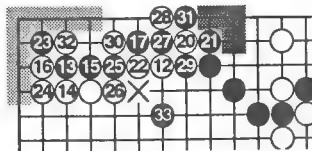


Diagram 16: Game 113-133

In Diagram 15, White has 20 points in the corner. In Diagram 16, White has only 14 points in the corner. By sacrificing a few stones in the corner, Black has increased his territory by 7 points and now has good aji.

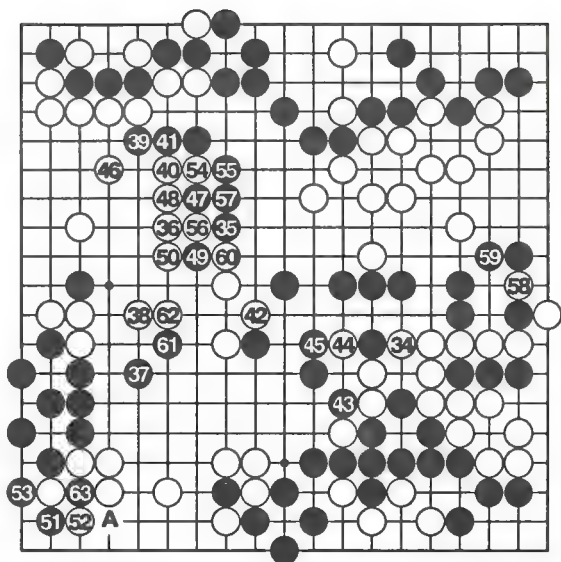
Note that, in Diagram 16, Black will squeeze at X, and White will have to connect at 25.

135 connects Black's groups. Black 139 is a strange move, but it's good for points. If I thought I were behind, I'd have played 57 at 60.

After move 163, White lost on time.

Note that if White continues with a normal move like A, he will still be losing.

Thanks to Eric Cotsen for making this event possible, and also to my eagle-eyed editors, Roy Laird, Richard Cann, and Brad Jones.●●



Game Record 8: 134-163



THE EMPTY BOARD

by William Cobb

The Overcoming of Self in Go

It is interesting to think of go as a sort of sedentary martial art. In earlier days it was often seen that way quite self-consciously. Go was looked upon as a Way (*do/tao*), a practice through which one could achieve the ultimate level of existence and establish contact with the highest level of reality, that is, achieve enlightenment and enter *nirvana*. In the martial arts this goal is often spoken of as overcoming the self and becoming one with the *tao*. A common misconception thinks that this is similar to the experience of losing oneself in an activity, but in the martial arts this is not simply a matter of learning to concentrate on the activity and ceasing to be self-conscious — something any accomplished athlete masters. In the martial arts the idea is to destroy a particular way of understanding oneself and the related way of experiencing the world and relating to others. This is expected to have a profound impact on every aspect of one's life, not just on the way one practices the art. It is a thorough transformation, like waking up from a nightmare.

One can still approach go as a *tao* in this sense, of course. In fact, I find it amazing how often the game seems to have some of this sort of impact on players who are surely unaware of this way of thinking about it. Just playing the game seems to bring many players closer to *nirvana*, or, as the ancient Chinese claimed, make them "better" (that is, enlightened) people. This is exactly the way it should be with a proper *tao*. "Just do it — that is being enlightened," as Dogen, the 13th century Japanese Zen master, said. He was talking about sitting meditation (*zazen*), but it comes to the same thing.

To understand how one enters *nirvana* just by playing go, one needs some understanding of what it means to overcome the self. The Buddhist view of what a human being is contrasts radically with the common Western view. In the latter, it is assumed that each person is a unique, self-contained, self-responsible agent. Even though the individual person has parts, these parts constitute the person on the basis of their relations to each other. These internal relations are what make up the real self; external relations to other persons and the world are not constitutive of one's fundamental being on this view.

Thus, groups of individuals such as families or communities are abstractions for most Westerners; it is their individual members that are real. These individuals can leave one group and join another and still be the same persons. This is the famous Cartesian ego, the ego that says, "I think,

therefore I am." It is the philosophical notion that is at the root of Western individualism, the view that all actions and all values are ultimately the actions and values of individuals. Such individuals can cooperate with each other, but they remain separate individuals.

It is just this view of the self that the Buddha said is the number one source of human suffering and is thus the most serious of all the delusions that humans are prone to. It is the self in this sense that the martial arts are designed to overcome; the point of the practice is to get rid of this delusion. This view of the self causes terrible problems because it encourages us to believe that we can make our lives better by acquiring or achieving things for ourselves as separate individuals. Buddhists argue that life is in fact a common endeavor; we are all part of each other in the most literal sense. Thus, it makes no sense to think that I could help myself at your expense. At this point, we can begin to see how go can help us to overcome self in the common Western sense.

In most competitive games it is easy to believe that by winning, which is a personal achievement, one is doing something that is inherently good and, in at least a small way, making one's life better. The handicapping system in go effectively counters this unfortunate assumption. The point of handicapping is to make the quality of the playing of the game, which is a joint and not a personal achievement, the thing that matters. Even if a player only thinks of the handicapping system as a nuisance and tries to focus on winning, the practice counteracts this attitude. Players just naturally begin to pay more attention to the process of the game, delighting in plays that are particularly effective — even when the effect damages their own chances of winning a game.

Another striking instance of this overcoming of self is the common practice among go players of pointing out in a tournament when the other has failed to hit the clock after making a play. This practice obviously damages one's chance of winning, and there is no rule that requires one to draw the other's attention to this slip. Yet it is a very pervasive practice among go players.

The extent to which playing go just naturally leads to the overcoming of self in this sense is one of the great attractions of the game. Even if people do not realize that it amounts to getting a toe into *nirvana*, in Buddhist terms that is what it is. *Nirvana* is the place/condition of being enlightened. Being enlightened is the condition of having overcome self. So just play — and notice how often you find yourself sharing a smile.●○

[William Cobb teaches philosophy at the College of William and Mary in Virginia. His e-mail address is wscobb@wm.edu.

LET'S GO !



by Noné Redmond, AGA Educational Educational Coordinator

Equipment, tournaments, ratings and parents

One of the best ways of getting teaching equipment, it seems, is simply, to ask for it !

Many of you dedicated teachers have been supplying boards and stones out of your own pockets. Phil Straus writes "... boards for beginners can be very cheap — I print decent 9 x 9 and 7 x 7 boards on my laser printer. These could be xeroxed onto heavy paper at less than 20 cents a board ..." Many copy shops do this, as well as providing a reasonable laminating service.

It's the stones that are the problem.

Some of you use poker chips and buttons, and one friend painted pennies white. He knew exactly which paint stuck best to the pennies and how much a set of penny-stones would cost. But if you're teaching go, your equipment shouldn't cost you anything. The American Go Foundation is very likely to approve almost any proposal to spend up to \$1000 for teaching equipment. If you have a great scheme for a wider approach which costs more than this, make out a written proposal and send it to Larry Gross. He is considering proposals for teaching projects costing in excess of \$1000. Nihon Kiin America also exists to promote cultural exchange and Go education.

Remember that one full sized set of stones gives you four sets for a 9 by 9 board and almost thirty stones left over. Yutopian Enterprises, Ishi Press and Good Move Press all send equipment by mail.

As I remarked at the beginning, the best way to get equipment is to ask for it. William Cobb saw an advertisement in these pages stating that the Nihon Ki-in America had money for educational projects. He wrote them describing his ambitious and highly successful college go course at William and Mary, and found that he would be sent a large magnetic demonstration board from Korea. A school teacher in Washington had most of his equipment donated by a Go aficionado up there. Some good people are really passionate about sharing the joy of Go with children.

Many of you have told me that there are two very important things to remember when considering teaching Go to children. The first is that they love competition and therefore tournaments and a rating ladder is a big incentive. Milton Bradley of New York states that "in previous years, I didn't introduce a rating ladder until late in the year, and I now believe that this was a mistake. The ladder takes advantage of the kids' natural com-

petitiveness and seems to be providing far more incentive and interest." Pat Thompson, a dedicated teacher in Canada who has started Go clubs in eight schools there, also uses a rating ladder for his students. Each of these practised and experienced teachers has found his own method of ranking his students and using a handicap system on the smaller boards. There are many others of you teaching for many years in the schools. Are you using rating ladders and how do you do them?

The second important ingredient in teaching children go is the participation of their parents. Herb Doughty of Berkeley introduced me to one of his student's parents and she was much more than just enthusiastic. Herb was teaching in an inner city school. She felt that playing go kept her son off the streets, kept him focussed, gave him confidence. Certainly this was factual but for that mother, it meant much more than just facts. Living as she did in an area where gangs roamed the streets and dropping out of school was endemic, she felt that go had given her son the strength and insight to realise that education was important and that application had its own rewards.●●

HELP KIDS WISE UP!

There is evidence that playing go increases intelligence, especially in children. Studies in Japan have shown that playing helps children and adults to improve brain function. Start a go club in your school or community! Get free equipment, advice, moral support and fun. Someone from your club could be the next Youth Champion!

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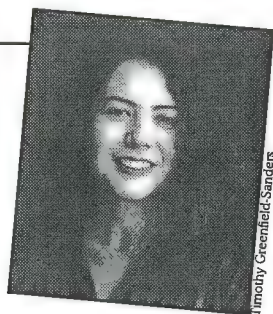
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LIFE IN B LEAGUE



Who will watch the watchers?

"Losers have no mouths," so the Korean proverb goes, so I feel a faint little frisson at writing this article, but it seemed interesting enough to warrant doing (read: I've got just two articles in me, and this is number three). But here's the question: Are spectators safe from the same kind of critique that players are subjected to? And if spectators can judge the strength of players from watching a game, can players judge the strength of spectators from their comments?

North American Master's Tournament

Date: June 9, 1995

White: Yi-lun Yang (rabcat)

Black: Janice Kim (jkim)

Komi: 8 points

Time: 75 minutes per player, 25 stones in 10 minutes overtime

Ing's Rules

Game Record 1

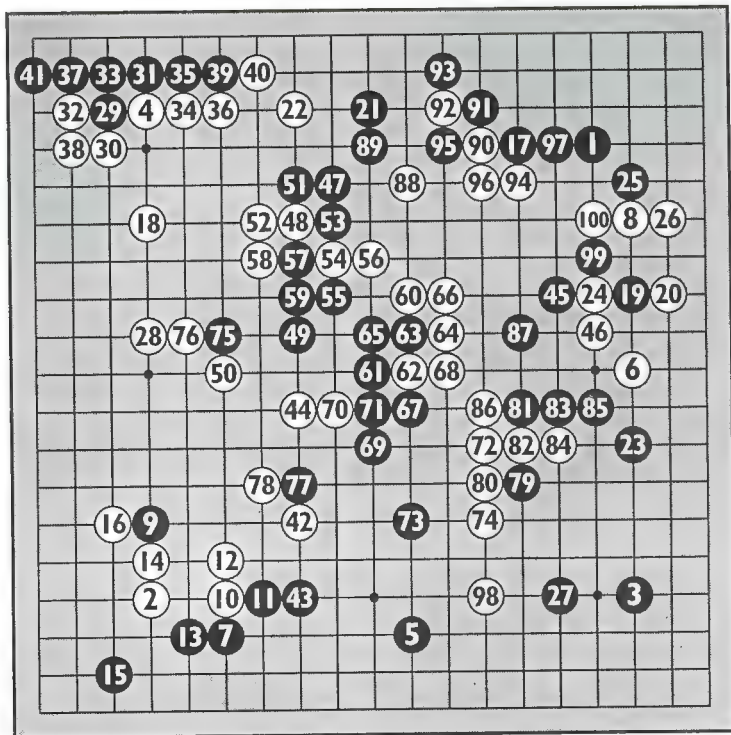
What I Thought:

White 6 at Black 11 or the large knight's move one line down is more usual.

Black 29... I did this two years ago against Jujo Jiang, with even worse results. I like to think of my penchant for playing moves that lead to a bad result over and over as some kind of whacked-out genius thing. It's better than admitting the possibility that rats learn faster than I do. This time, at least I thought about a nice big move at White 42 before jumping off the cliff.

White 50: Black is happy to see this kind of move. On the other hand, White has a big komi and Black got a bad result in the upper left, so White may be confident of coasting to victory.

Black 51: Duh... just following my hands. I thought I should attach at White 70 instead. Attaching at Black 63 instead of 61 looks like giving Black an O.K. result in the center too. Lord knows why I didn't play either of these moves. Black's too heavy in the center. Defending territory at this point gives White a pretty sure victory I think, so I tried agitating a little starting with Black 79. This is a little like Rhett Butler deciding as Atlanta burns to join the Confederate Army.



Dimly I hoped that as White made just two eyes I could expand and solidify my territory in sente, but White's stones are more like a wall than a weak group. I tried "gamely," but White wrapped things up pretty nicely.

Overall impression: The invasion of the upper left corner was too early. Black 51 and Black 61 are not very good for dealing with the center. I found White 6 and White 50 surprising but understandable.

Comments on selected spectator comments:

"White seems to be ahead, not by his good moves, but by her bad moves."

I can't figure out if this is more disparaging to White or to Black. My guess: frustrated 3-dan with overdue car payment.

"Don't pros usually play slower?"

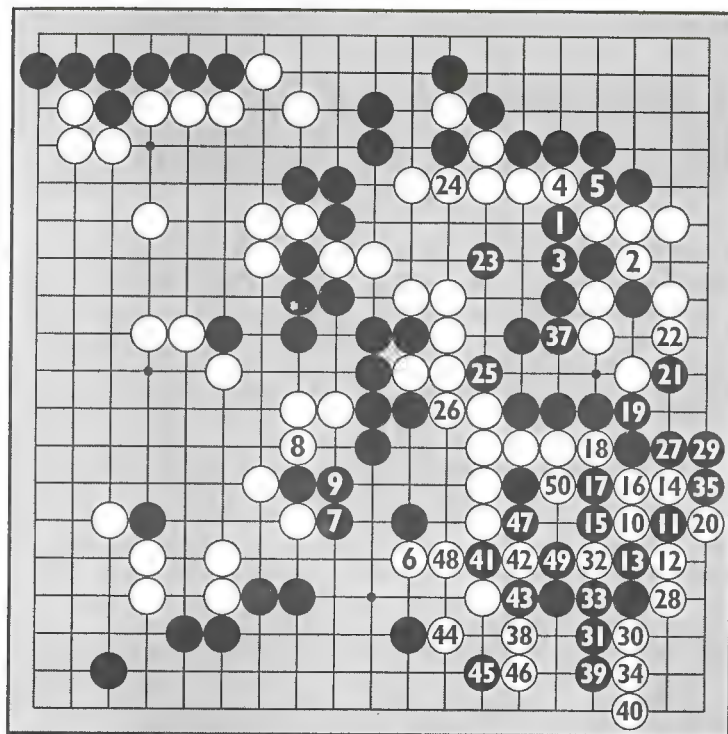
My teacher Mr. Jeong used to complain that I never made it to lunch in tournament games in Korea. He, of course, holds the record for the fastest game, so I can just arch an eyebrow and he starts to laugh. I suspect the "Jeongsoo" style results in players who can only see three possible moves, A, A, or A, with corresponding opponent's moves B, B, or B. My guess: shodan who has just finished reading *The Master of Go*.

2

101-150

36 at 11

Black resigns
after move 150



Variations on, "the invasion is no good."

My guess: 18 kyu to 6 dan. (Below 18 kyu or above 6 dan can't find Black's move on the game record.)

White 50 is "chicken-livered."

My guess: very aggressive 6 dan.

"White's a solid 7p."

Well, weak 7ps are in rather short supply these days...but I'm always up for the promotion if you'd care to start a petition... My guess: 7 kyu (meant to type "I'm a solid 7k," hand slipped).

"Black is a professional female."

Ummmmm...

Forgive me. But how could I resist?

Your friend from B League,

Janice Kim

GO: AN ASIAN PARADIGM FOR BUSINESS STRATEGY

by Yasuyuki Miura

Fifty years ago, Japan was completely devastated economically in the aftermath of World War II. Today it stands at the pinnacle of the economic world, along with the United States.

In this new and provocative book, Mr. Miura offers the thesis that it is the game of Go that has provided the Japanese with the mind-set that has enabled them to succeed economically.

Mr. Miura shows how Japanese companies use their employees as generalists, like Go stones, instead of as specialized chess pieces; how the Japanese give their children the basics of education through the use of *kata*, just like Go players study *joseki*; how the Japanese *keiretsu* system of business organization has its roots in the organization of the Go houses in Japan's feudal era.

Mr. Miura also draws on his personal experiences in Japan, Iran, and the United States, as an executive for Japan Air Lines, to show how useful Go strategy is for making business decisions, and how he used the strategic ideas of Go as the president of Nikko Hotels International to map out his strategy for establishing a chain of six Nikko hotels in North America.

Besides the insights into both Go and business that Mr. Miura provides, this book can also serve as a beginner's introduction to the game. The rules are presented in a clear and concise format, with examples of *joseki*, *fuseki*, *life-and-death*, *tesuji* and the endgame spaced throughout the text.

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- ◆ Watery: a strong defense is the best attack.
 - ◆ Airy: influence is all.
 - ◆ Fiery: blind fury incarnate.
- ◆ Schizo: there's a lot to be said for all these approaches.
- ◆ Samurai: balance is the secret of true aggression.

As of the date of submission of this ad EGO stands at the top of the Internet Computer Go Ladder (Samurai having defeated Many Faces of Go twice). EGO is a DOS product written by Bruce Wilcox, author of such famous antiques as Nemesis Go Master and Instant Go. However Bruce no longer has any connection with these products.

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Congress Checklist:

1 ask yourself, Do I absolutely need to respond? before responding

2 leave your stone in the bowl till you know where you're going to put it



3 remember—it's GOOD MOVE PRESS



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